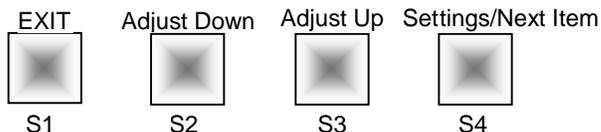


DX2018-2 MESSAGE CENTER INSTALLATION AND PROGRAMMING

DX2018-2 MESSAGE CENTER PROGRAMMING

All programming can be done using the four pushbuttons located at the bottom of the circuit board.



Standard Settings Programming

Press S4 to enter program settings. Use S2 or S3 to make required selection for that item.

Settings Menu

- | | |
|------------------------------|--|
| 1. MESSAGE EDIT
MESSAGE 1 | Select message number to edit. |
| 2A. PASSWORD
1 * * * | Select first number of remote password. |
| 2B. PASSWORD
1 2 * * | Select second number of remote password. |
| 2C. PASSWORD
1 2 3 * | Select third number of remote password. |
| 2D. PASSWORD
1 2 3 4 | Select fourth number of remote password. |
| 3. DIMMING
1 | Dimming Mode. Low=1 Med=2 High=3 |

Clock Settings

Press and hold S4 to enter clock settings menu. Use S2 or S3 to make changes.

Menu Items

1. YEAR
2. MONTH
3. DATE
4. DAY
5. CLOCK
6. DAYLIGHT SAVING

MESSAGE EDITING

Custom messages can be up to 127 characters long. Following is a list of available characters.
(space) ! " # \$ % & ' () * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @ A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z [\] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { | } ~ **V** **E**

The last two characters are special function characters. The **E** character represents the end of the message. This character **must** be used at the end of the message.

The character **V** represents a variable character. Available variable characters are:

- Clock time
- Day of week
- Date of month
- Month
- Year

Programming a Message

Press S4. Display will show "SETTINGS" then MESSAGE EDIT
MESSAGE 1

Use S2 or S3 to select the message number you wish to program.

Hold S4. Display will show the first letter of the message on the right side of the display.

Use S2 or S3 to select the first letter of your message.

Press S4 to advance to the next letter. The first letter should move to the left and the second letter of your message will appear on the right side of the display.

Use S2 or S3 to select the next letter of your message.

Continue in this manner until your message is programmed. Use S4 to advance to the next space. Use S2 or S3 to select the letter or character required in that space.

To program a variable character in the message, with **V** showing on the right side of the display press S4. Use S2 or S3 to select the variable you wish to display, then press S4 again to advance to the next character.

When message is complete, press S1 to exit.

Remember, you must use the special function character **E** to signify the end of your message.

All messages are programmed in the same manner.

Use S4 to advance from space to space in the message.

Use S2 or S3 to select the character required.

S2 will move you backward through the letters and characters.

S3 will move you forward through the letters and characters.

If you enter the wrong letter or character you cannot backspace. You must start go back to the beginning of the message and advance through the message to correct your mistake.

Always use **E** to signify the end of the message.

Note: Should you get totally confused and want to start over, you can reset the display to the factory defaults. Press S4. Press S3 until display shows "Reset to default settings?" Hold S4 until display shows "working...." Display will then show "done".

CAUTION: This resets everything to the default settings. All messages and settings will then have to be reprogrammed.

Message programming example:

To program message 1 to read: "12:00 PM Please Pull Forward"

Press S4. Display will show "Settings" then MESSAGE EDIT
MESSAGE 1

Hold S4. Display should show "M" on right side of display (first letter of default message)

Press S2 or S3 until **V** appears on right side of display.

Press S4. "clock" will appear on display.

Press S4. **V** should move one space to the left and the next letter will appear on the right side of the display.

Press S2 or S3 until "P" is on right side of display.

Press S4. Press S2 or S3 until "l" is on right side of display.

Press S4. Press S2 or S3 until "e" is on right side of display.

Press S4. Press S2 or S3 until "a" is on right side of display.

Press S4. Press S2 or S3 until "s" is on right side of display.

Press S4. Press S2 or S3 until "e" is on right side of display.

Press S4. Press S2 or S3 until a blank appears on right side of display.

Press S4. Press S2 or S3 until "P" appears on right side of display.

Press S4. Press S2 or S3 until "u" appears on right side of display.

Press S4. Press S2 or S3 until "i" appears on right side of display.

Press S4. Press S2 or S3 until "i" appears on right side of display.

Press S4. Press S2 or S3 until a blank appears on right side of display.

Press S4. Press S2 or S3 until "F" appears on right side of display.

Press S4. Press S2 or S3 until "o" appears on right side of display.

Press S4. Press S2 or S3 until "r" appears on right side of display.

Press S4. Press S2 or S3 until "w" appears on right side of display.

Press S4. Press S2 or S3 until "a" appears on right side of display.

Press S4. Press S2 or S3 until "r" appears on right side of display.

Press S4. Press S2 or S3 until "d" appears on right side of display.

Press S4. Press S2 or S3 until **E** appears on right side of display.

Message programming is now complete. Press S1 to exit message 1 programming.

Note: To display the date in the message the sequence would be:

V (month)/ **V** (day of month)/ **V** (year). You must program a slash (or a dash) between each variable.

PROGRAMMING THE DISPLAY USING THE INFO-KEY

Locate the info-key jack at the bottom center of the board.

Insert info-key into jack.

Display will show "Info-key detected" then "S2-load S3-save".

To transfer data from the display to the info-key: Press S3. Display will show "saving to key..." then "done" then "S2-load S3-save". Remove key.

To transfer data from the info-key to the display: Press S2. Display will show "loading from key..." then "done" then "S2-load S3-save". Remove key.

WIRING

10	9	8	7	6	5	4	3	2	1
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Terminal strip located at bottom of case

CAUTION: terminals are numbered from right to left, not left to right as in prior model.

TERMINAL NO.	FUNCTION
1	Message input 1
2	Message input 2
3	Message input 3
4	Message input 4
5	RS485 Ground
6	24 VAC Hot
7	24 VAC Common
8	Message input ground
9	RS485 A
10	RS485 B

Message inputs are binary coded. Message number to be displayed is selected by grounding the appropriate combination of message inputs. With no terminals grounded, display will continuously show the time of day and the date.

Messages are selected according to the table below:

MI 1	MI 2	MI 3	MI 4	Message Number
OPEN	OPEN	OPEN	OPEN	Time/Date
GND	OPEN	OPEN	OPEN	Message 1
OPEN	GND	OPEN	OPEN	Message 2
GND	GND	OPEN	OPEN	Message 3
OPEN	OPEN	GND	OPEN	Message 4
GND	OPEN	GND	OPEN	Message 5
OPEN	GND	GND	OPEN	Message 6
GND	GND	GND	OPEN	Message 7
OPEN	OPEN	OPEN	GND	Message 8
GND	OPEN	OPEN	GND	Message 9
OPEN	GND	OPEN	GND	Message 10
GND	GND	OPEN	GND	Message 11
OPEN	OPEN	GND	GND	Message 12
GND	OPEN	GND	GND	Message 13
OPEN	GND	GND	GND	Message 14
GND	GND	GND	GND	Message 15

